Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method for managing microcode, comprising the steps of:

evaluating a mode command to initiate or change a mode, said mode having one or more phases; and

identifying a phase module sequence corresponding to said one or more phases in response to said evaluated mode command, wherein said phase module sequence includes at least one phase module containing microcode to implement a corresponding phase.

2. (Original) A method according to claim 1, wherein said identifying a phase module sequence further comprises the step of:

querying a storage medium to select a phase module to match said mode.

3. (Original) A method according to claim 1, further comprising the step of:

loading said phase module sequence into a microcode instruction memory.

4. (Original) A method according to claim 1, further comprising the step of:

loading a sequence list into a microcode data memory, wherein said sequence list includes a memory address to said phase module sequence.

5. (Original) A method according to claim 1, further comprising the step of:

executing said phase module sequence to implement said mode.

6. (Original) A method according to claim 5, further comprising the steps of:

sending a result from said executing said phase module sequence to a processor for pixel processing or additional microcode processing.

7. (Original) A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor prior to said executing said phase module sequence.

8. (Currently Amended) A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor to render three dimensional graphics[, prior to said executing said phase module sequence].

9. (Currently Amended) A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor to render an animation scene[, prior to said executing said phase module sequence].

10. (Currently Amended) A method according to claim 1, further comprising the step of:

sending drawing data to a microcode processor to render a scene for a video game[, prior to said executing said phase module sequence].

11. (Currently Amended) A system for managing microcode, comprising:

mode detector for evaluating a mode command to initiate or change a mode, said mode having one or more phases; and

sequence identifier for identifying a phase module sequence corresponding to said one or more phases, wherein said phase module sequence includes at least one phase module containing microcode to implement a corresponding phase.

12. (Currently Amended) A system of claim 11, further comprising a code loader for loading said phase [code] module sequence into a microcode instruction memory.

13. (Currently Amended) A system of claim 11, further comprising:

phase executor for commanding a microcode processor to execute said phase [code] module sequence.

14. (Original) A system of claim 11, further comprising:

drawing data processor for sending drawing data or input for drawing data to a microcode processor in response to said mode command.

15. (Original) A system of claim 11, further comprising:

drawing data processor for sending drawing data or input for drawing data to a microcode processor to render a three dimensional model in response to said mode command.

16. (Original) A system of claim 11, further comprising:

drawing data processor for sending drawing data or input for drawing data to a microcode processor to render an animation scene in response to said mode command.

17. (Original) A system of claim 11, further comprising:

microcode data memory for storing a sequence list specifying a memory address to each phase module within said phase module sequence.

18. (Currently Amended) A computer program product comprising a computer useable medium having computer readable program code means embedded in said medium for causing an application program to execute on a computer used to manage microcode, said computer readable program code means comprising:

a first computer readable program code means for causing the computer to evaluate a mode command to initiate or change a mode, said mode having one or more phases; and

a second computer readable program code means for causing the computer to identify a phase module sequence corresponding to said one or more phases, said phase module sequence including at least one phase module that contains microcode to implement a corresponding phase.

19. (Currently Amended) A computer program product according to claim 18, wherein said second computer readable program code means loads said phase [code] module sequence into a microcode instruction memory.

20. (Currently Amended) A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to command a microcode processor to execute said phase [code] module sequence.

21. (Original) A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to send drawing data or input for drawing data to a microcode processor in response to said mode command.

22. (Original) A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to send drawing data or input for drawing data to a microcode processor to render three-dimensional graphics in response to said mode command.

23. (Original) A computer program product according to claim 18, further comprising:

a third computer readable program code means for causing the computer to store a sequence list specifying a memory address to each phase module within said phase module sequence.